

Position title: Technical Artist

Job Description: The NASA Jet Propulsion Laboratory (JPL) is the premier center for the exploration of the universe via robotic spacecraft. In JPL's Operations Laboratory (Ops Lab), we explore the future of how to control that fleet of spacecraft and robots. We built the tools that control the Curiosity Mars Rover and many other missions, and continually experiment with new technologies – sometimes with external partners – in search of breakthroughs for space exploration. A recent example is the partnership between our lab and the Microsoft HoloLens team to apply their device to Mars rover operations. Yes, “building holographic interfaces for controlling spacecraft” is a job that exists now, and we’re hiring!

We have a rare opportunity for a Technical Artist who would be excited to help improve the interface between humans and robotic spacecraft. We’re looking for someone with the aesthetic skills to understand what needs to happen, and the technical skills to make it so. We’re a tight-knit team and we want to find someone who’s ready to work closely with our developers and designers to rapidly realize our team’s shared vision.

Candidate Responsibilities:

- Executing the artistic vision of the project by collaborating with designers and realizing designs in assets that can be effectively used by developers
- Identifying, implementing or inventing the correct technical approach to be able to render the designer’s vision on target
- Creating and maintaining solid artist-driven workflows, automation tools, content pipelines, and asset management to delivery quality content
- Meeting project deadlines and milestones
- Being a positive and creative force in the team

Candidate Requirements:

- Strong communication, interpersonal, organizational, and collaboration skills, especially when working with designers and developers
- A fundamental understanding of digital art processes and production
- Deep understanding of the technical requirements of real-time content development
- Extensive experience with Unity; Core CG generalist skillset
- Proficient with professional 3D software for content production across multiple disciplines including 3D modeling, texture production, animation, rendering, rigging, A.I. (i.e., 3DSMax, Maya, Modo, Motion Builder, XSI, Lightwave, Zbrush, Mudbox, and Photoshop.) High capacity to learn new tools and processes.
- Self-motivated and equally comfortable dealing with the ambiguities of incubation work and the pressures of production timelines
- Passion for technology and amazing user experiences
- Coding, workflow tool and script authoring experience that has reduced the cost of in-house or outsourced content production and pushed creative iteration. (Including Python / MEL / Photoshop / Pipeline Tools, Shaders (HLSL)etc.), C#)
- 5+ years as professional artist or equivalent experience
- AA/BFA preferred, or at least can demonstrate through portfolio an industry standard level of art, communication skills and professional maturity

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